

PEOPLE OF INNISTRAD

BESET ON ALL SIDES BY DARKNESS AND DANGER, the humans of Innistrad have done their best to fight back. They form torch-wielding mobs to cleanse the abominations with fire. They train specialized holy warriors, called cathars, to strike back against the supernatural horrors. Most of all, they brandish the power of their faith in the Church of Avacyn.

Elves, Dwarves, Gnomes and Halflings traditionally do not exist in Innistrad. This supplement adds four new variations on the Human race, giving players thematic options for a human-only campaign. Each of the four provinces are represented with features that speak to the lands they've grown up in. These racial variations are not intended to represent every human from a particular region, but they embody the best characteristics of what might be considered a 'hero' from each province.

Vampires, werewolves, zombies, geists, and demons are a very real danger that everyone, on some level, is aware of from a young age. When making a character in the Innistrad setting, consider how these dangers have driven them to a life of adventure and heroism.

GAVONY

The province of Gavony is where humanity remains safest and strongest. It is home to Thraben, largest city in the known world, which houses the mighty Cathedral of Avacyn, seat of religion in the world and the place where a great archangel once presided. Smaller towns radiate outward from Thraben across Gavony's rocky moors. Small copse of trees dot the landscape of rolling hills and heaths. Because more human dead are buried here than anywhere else, Gavony is more plagued by the undead than other provinces, and geists are more common as well.



STENSLA

Vampires control the province of Stensia, which covers the darkest and most mountainous parts of the plane. The evergreen forests here seem to always be half-dead and the roads always misty and deserted. Jagged hills hide isolated, wary human villages and vampire manors from each other. At the province's edges, the forlorn pines give way to high cliffs above which no human dares venture. In Stensia, the sun seems never to break through the strangely colored clouds.

KESSIG

Innistrad's vast, wooded hinterland is called Kessig, a province in a state of perpetual autumn. The deep woods are king here, although small human communities have carved out farming villages, and groups of hunters and trappers venture into the forest to make a living. Even new arrivals to Kessig know not to venture out at night. Even if the wilderness weren't haunted, it wouldn't be safe—werewolves prowl the province, sometimes alone and sometimes in packs.



NEPHALIA

This coastal province is home to a number of small-to-medium port towns, most situated at the mouth of a river that leads further inland. Nephelia's sloughs, sea mists, and mysteries cloak its commerce and crimes; it is populated mainly by humans, geists, and vampires, all of whom seek business, secrets, or solitude. The province's silver sand beaches, punctuated with rocky promontories and sea caves, afford easiest access to its fog-shrouded ocean.



GAVONER

THE EVERYDAY LIFE OF A GAVONER VARIES

DRAMATICALLY ACCORDING TO THEIR CLASS. The wealthy families and clergy live in comfort and safety. Thraben clergy, in particular, have their every need met by the church. The middle classes—artisans and merchants—are also quite comfortable. But the working class and farmers have a much shorter expectancy; they are more at risk from the dark things of the world, and they suffer from more sickness and famine as well. A Gavoner farmer lives an average of forty years, while a bishop lives closer to seventy.

CHURCH AND STATE

Innistrad, church and state are deeply interdependent; there is virtually no separation of the two. This fact is truest in Gavony, where the Cathedral of Avacyn towers over the land. Local governments rely on the power of the Church to keep order and maintain public safety. Often the rule of law is adjudicated by the prelature, lawyers and judges ordained by the Church. Indeed, all education is handled by the Church, although different sects sometimes establish their own schools and training grounds. Except for merchants and artisans, all professions are part of the Church. Even merchants and artisans are governed by fellowships, which must be sanctioned by the Church.



SEPARATION OF CLASS

Safety is the main commodity in Innistrad, especially in Gavony. The wealthier you are, the safer you can make yourself. The high walls of Thraben protect the well-to-do who live inside. Titled families in Gavony have fortified manor houses, while the farmers must make do with the wooden walls of their farmhouses. Because of the lack of physical safety, the poor spend a larger portion of their income on enchantments and non-physical means of protection.

GAVONER TRAITS

Having been brought up so close to the Cathedral of Avacyn grants you unique benefits.

Ability Score Increase. Your Charisma score increases by 2, and one other ability score of your choice increases by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans tend towards no particular alignment. The best and the worst are found among them.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Classical Education. You gain proficiency in the Religion skill. You have advantage of Intelligence (Religion) checks relating to the Church of Avacyn.

Wanderer Ward. As an action, you can bless yourself and one ally for 6 hours. Those affected by the blessing can use a reaction to add $1d4$ to their armor class when they are hit with an attack from an undead, vampire, or werewolf creature. After the attack the blessing fades. You regain use of this power after a long rest. When you reach 3rd level, you can bless an additional ally. When you reach 5th level, you can bless two additional allies, for a total of 5, including yourself.





KESSIGER

FOR THE KESSIGER, LIFE IS WORK. Kessigers are farmers, millers, weavers, stonemasons: they are close to the land and must work hard for every meal. This makes them self-reliant, pragmatic, and plainspoken. A Kessiger doesn't purchase tools from the general store; he forges them himself. She doesn't learn arithmetic or memorize the names of royal families; she learns harvest dates and the shapes of edible weeds. He doesn't quote great works of literature; he calls it like he sees it, in his own simple words.

KESSIGERS AND AVACYN

Kessigers are hardheaded and unpretentious people, and the face-to-face realism of the Avacyn religion fits right into their worldview. Kessigers believe in "the worked earth below us, the hand-hewn stone walls around us, and the angel above us." However, they don't trust the shiny boots of big-city cathars, the pristine fingernails of Gavony ghost-hunters, or the out-of-touch decrees handed down from the aristocrats of the High City of Thraben.

ETIQUETTE AND THE SUPERNATURAL

Superstition and fear of supernatural creatures has woven its way into etiquette in Kessig. When you meet someone for the first time, it's polite to show that you are wearing an item made from silver. Wreaths of living wood are commonly given as gifts, and are often placed on the door of a home where a child has just been born, a gesture meant to protect the child's life from vampires. It's customary to eat sour root soup before traveling, or to fast for up to a day before a long trip, habits that are thought to make one less appealing to werewolves and other hungry beasts.

KESSIGER TRAITS

Having grown up in the wilds of Kessig, your character has a variety of natural abilities learned from the land.

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans tend towards no particular alignment. The best and the worst are found among them.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Resourceful. You gain proficiency in the Survival skill.

Nature's Cure. You have advantage on saving throws against poison.

Axe Specialist. You have proficiency with handaxe and battleaxe. While using a handaxe or battleaxe with one hand, treat that weapon as if it had the finesse property.

NEPHALIAN

SILVER BEACHES AND AMPLE TRADE. Nephalians are craftworkers, shipbuilders, smiths, and traders. Their province is defined by water—by its access to the ocean, by its many rivers that lead deep inland, and by its deltas, marshes, and lakes. Water enables commerce here but also gives Nephalia a silvery, mystical character; the clouds and the moon seem to be both above and below in most places.

TENUOUS RELATIONS

Nephalians are wary of the priesthood, watching them closely. Their tightly packed cities survive just as much on coin as they do by the light of Avacyn. As long as the church continues to bring trade to and from Thraben they are welcome within the cities of Nephalia.

MERCHANTS AND SAILORS

Complex dealings between the Metzalar merchants, the Stormkirk nobles, and the Church bolster the upper-class within the cities of Nephalia, keeping a reliable stock of jobs available for the working class. The brimming population and relative distance from the Church has also made Nephalia an ideal environment for crime and political intrigue.

NEPHALIAN TRAITS

A fast life in the merchant cities are ideal for street-smarts and guile. Nephalian characters benefit from the following traits.

Ability Score Increase. Your Charisma score increases by 2, and two other ability scores of your choice increases by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans tend towards no particular alignment. The best and the worst are found among them.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Skilled Worker. You gain proficiency in two skills of your choice.

Tradesman. You gain proficiency with the artisan tools of your choice: carpenter's tools, woodcarver's tools, or cartographer's tools.

Appraisal. You are able to identify an item's approximate value based on its appearance. With a DC10 arcana check, you also know whether or not that item is magical and what its most basic property is (such as fire damage, or enhanced healing). You are not able to discern if an item is cursed.





STENSIAN

CLOISTERED AND CAREFUL. Travelling to and from Stensia is treacherous both because of the terrain and the nightmares that stalk outside of civilization. Stensians are a tight-knit people, unaccustomed to outsiders. They are fiercely proud of their traditions and are often seen as out of touch with the times. Once accepted by Stensians, however, they are some of the most generous and friendly people in Innistrad.

STOICISM

Stensia's humans are not an expressive or demonstrative bunch. Countless generations of hardship and proximity to the vampire strongholds—lost children, lost neighbors—have taught Stensians to guard their hearts. They are proud and fervent in their beliefs but seem brusque or even cold to humans from other provinces.

CAUTION AND PRECAUTION

Humans have adapted as best they can to life surrounded by vampires. Almost every Stensian village is surrounded by a shallow moat, because while the moon is out, the moat will keep vampires from trespassing. In small villages, Stensian cottages are usually arranged around a small grove of hawthorn trees for centralized access to living wood. In larger villages, the cottages themselves are often built around a hawthorn, with the tree's trunk in the center of the common room. Caring for the cottage tree is the oldest child's responsibility. Lastly, almost every Stensian cottage features a mirror on the outside of the front door to dissuade vampires from approaching.

STENSIAN TRAITS

The mountains and valleys have made Stensians hardy, and the vampires have made them vigilant. As a Stensian, you gain the following benefits.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans tend towards no particular alignment. The best and the worst are found among them.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Farm Raised. You gain proficiency in the Animal Handling skill.

Mountaineer. You ignore difficult terrain related to rocky terrain, and you have advantage on Strength (Athletics) checks made to climb rocks.

Vampire Hunting You gain proficiency with hand crossbows and light crossbows. When making an attack roll against a vampire, human, or werewolf with a crossbow weapon, you can score a critical hit on a natural 19.